Maker learning project reflection

Maker learning depends on iteration cycles to yield growth — both among students developing projects and also among teachers honing their craft. Use this tool when following up on projects and structuring conversations around continuous improvement.

# Before getting started

**What were the learning outcomes you were targeting with this project?**

# Examine the evidence

**How did students articulate their own understanding of the things they made — not just artifacts but the decisions, mistakes, and breakthroughs they made as well — during and after this project?**

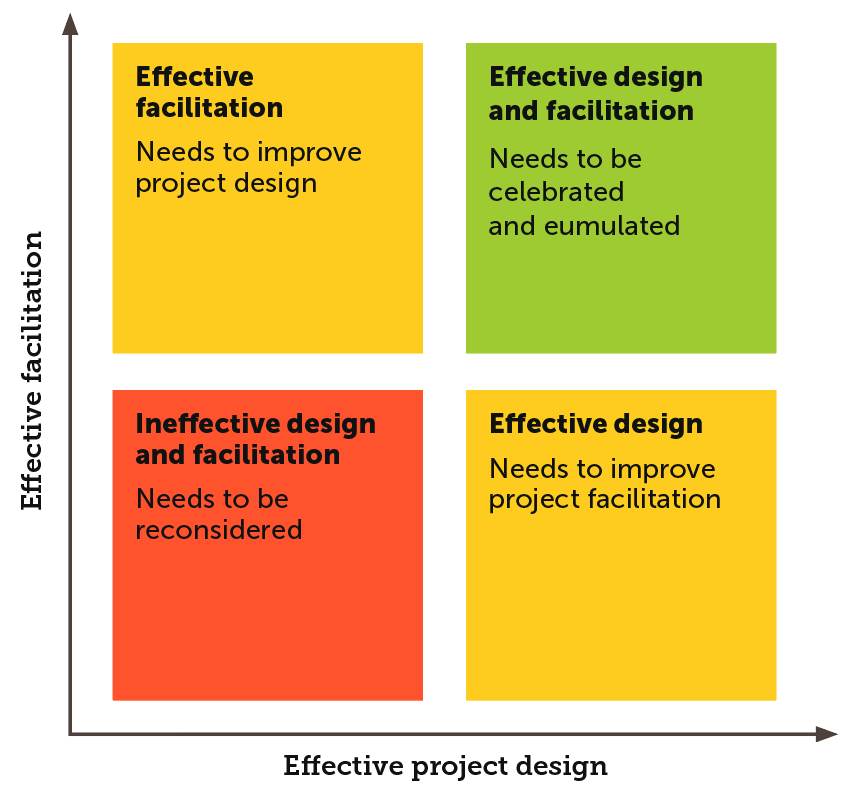
**What evidence did you identify, including anecdotes and questions that students asked  
throughout the project, that demonstrated students’ thinking through the learning goals?**

**How did student-made artifacts provide evidence of the students’ engagement with  
the learning goals?**

# Iterate and improve

**For which students was this project most successful? For which students was this project  
least successful? Why?**

**Place this project in context:**



**What challenges did you face in terms of facilitation?**

**What challenges did you face in terms of project design?**

**What resources do you need to improve the design and facilitation of this project for all  
students in its next iteration?**

**How would students redesign this project if they could do it over again?**